

Patent Application of MURASAKI et al.  
Serial No.: 08/828,417  
Art Unit: 3713

IN THE CLAIMS:

Please cancel claims 1-22, without prejudice, and replace add new claims 23-38 as follows.

Sub. B' > 23. A speech outputting game machine, comprising:  
a plurality of phrase databases corresponding to predetermined conditions respectively and storing a plurality of command data including at least one or more commands; processing means for selecting a phrase database corresponding to said predetermined conditions when said predetermined conditions are satisfied during the progress of the game, selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and outputting phrase data based on the command included in the selected specific command data; and  
a speech output device for outputting a speech based on the phrase output from said processing means.

24. A speech outputting game machine according to claim 23, wherein said processing means selects one command data at random among said plurality of command data stored in the selected phrase database.

Sub. B' > 25. A speech outputting game machine according to claim 23, wherein said processing means suspends the output of said phrase data according to the phrase suspension command included in said specific command data.

26. A speech outputting game machine according to claim 23, wherein said command data includes a blank command for designating an interval between a first phrase data based on a first command and a second phrase data based on a second command; and

wherein said processing means outputs said second phrase data after outputting said first phrase data and after a period designated by said blank command has lapsed.

a<sup>1</sup> Sub. B3> 27. A speech outputting game machine according to claim 23, wherein said command data includes a wild card command; and

wherein said processing means determines and outputs phrase data based on said game progress for the wild card command included in said predetermined command.

28. A speech outputting game machine according to claim 23, wherein the command data stored in said first phrase database includes a jump command for designating a second phrase database; and

wherein said processing means selects a second phrase database according to the jump command included in said specified command data, and selects a specific command data according to predetermined procedures among the plurality of command data stored in said selected second phrase database.

29. A speech outputting game machine according to claim 23, further comprising a second phrase database having different contents from and corresponding to said first phrase database; wherein said processing means uses said second phrase database instead of said first phrase database according to predetermined replacement conditions.

30. A ~~speech outputting~~ game machine according to claim 29, wherein said processing means uses said second phrase database according to replacement conditions designated by a player.

31. A speech outputting game machine according to claim 29, wherein said processing means uses said second phrase database according to replacement conditions designated by said command data.

a' 32. A ~~speech outputting~~ game machine according to claim 29, wherein the language of said first phrase database is different from the language of said second phrase database.

33. A speech outputting game machine according to claim 29, wherein the size of said first phrase database is the same as the size of said second phrase database.

Sub. B4> 34. A recording medium storing a program for causing a game machine to realize predetermined functions, comprising:

means for storing a plurality of phrase databases corresponding to predetermined conditions, respectively, wherein said phrase databases store a plurality of command data including at least one or more commands, respectively;

means for selecting a phrase database corresponding to said predetermined conditions when said predetermined conditions are satisfied during the progress of the game, selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and outputting phrase data based on the command included in the selected specific command data; and

means for outputting to a speech output device said output phrase data.

35. A speech outputting method in a game machine, comprising the steps of:

storing a plurality of phrase databases corresponding to predetermined conditions, respectively, wherein said phrase databases store a plurality of command data including at least one or more commands, respectively;

a1 selecting a phrase database corresponding to said predetermined conditions when said predetermined conditions are satisfied during the progress of the game, selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and outputting phrase data based on the command included in the selected specific command data; and

outputting to a speech output device said output phrase data.

36. A speech outputting method in a game machine according to claim 35, further comprising the step of replacing said first phrase database with a second phrase database having different contents therefrom according to predetermined replacement conditions.

37. A speech outputting method in a game machine according to claim 36, wherein said replacement step replaces said first phrase database with a second phrase database according to the replacement conditions designated by a player.

38. A speech outputting method in a game machine according to claim 36, wherein said replacement step replaces said first phrase database with a second phrase database according to the replacement conditions designated by said command data.